Arkham Horror®
The Card Game

Campaign Guide

The Forgotten Age

Earth Is Not Ours

> *"Primal myth and modern delusion joined in their assumption that mankind is only one—perhaps the least—of the highly evolved and dominant races of this planet's long and largely unknown career."*
>
> *– H. P. Lovecraft, "The Shadow out of Time"*

The Forgotten Age is a campaign for *Arkham Horror: The Card Game* for 1–4 players. *The Forgotten Age* deluxe expansion contains two scenarios: "The Untamed Wilds" and "The Doom of Eztli." These scenarios can be played on their own or combined with the six Mythos Packs in *The Forgotten Age* cycle to form a larger eight-part campaign.

Additional Rules and Clarifications

Seal

As an additional cost for a card with the seal keyword to enter play, its controller must search the chaos bag for the specified chaos token and place it on top of the card, thereby sealing it. If there is a choice of which token to seal, the card's controller chooses. If the specified token is not in the chaos bag, the card cannot enter play.

A sealed chaos token is not considered to be in the chaos bag, and therefore cannot be revealed from the chaos bag as part of a skill test or ability.

When a chaos token is "released," it is returned to the chaos bag and is no longer considered sealed. **If a card with one or more chaos tokens sealed on it leaves play for any reason, any chaos tokens sealed on it are immediately released.**

Some cards (with or without the seal keyword) may also have abilities that seal one or more chaos tokens as part of their effect. This is done following the same process as above: searching the chaos bag for the specified token, removing it from the chaos bag, and placing it on the card. If the specified token is not in the chaos bag, the effect fails.

Alert

Each time an investigator fails a skill test while attempting to evade an enemy with the alert keyword, after applying all results for that skill test, that enemy performs an attack against the evading investigator. An enemy does not exhaust after performing an alert attack. This attack occurs whether the enemy is engaged with the evading investigator or not.

Supplies

At certain points throughout *The Forgotten Age* campaign, investigators are given the opportunity to choose supplies to bring on their expeditions into the wilds. These supplies are recorded in the Campaign Log, under each investigator's "Supplies" section.

Supplies are purchased with supply points, which are granted to investigators whenever they are given the opportunity to purchase supplies. Leftover supply points are not recorded, and are lost.

An investigator's supplies will determine the possible options available during gameplay and throughout the story of this campaign. **Each supply has no effect on its own.** Some card effects, story options, and resolutions may change or become available depending on the supplies carried by the investigator(s).